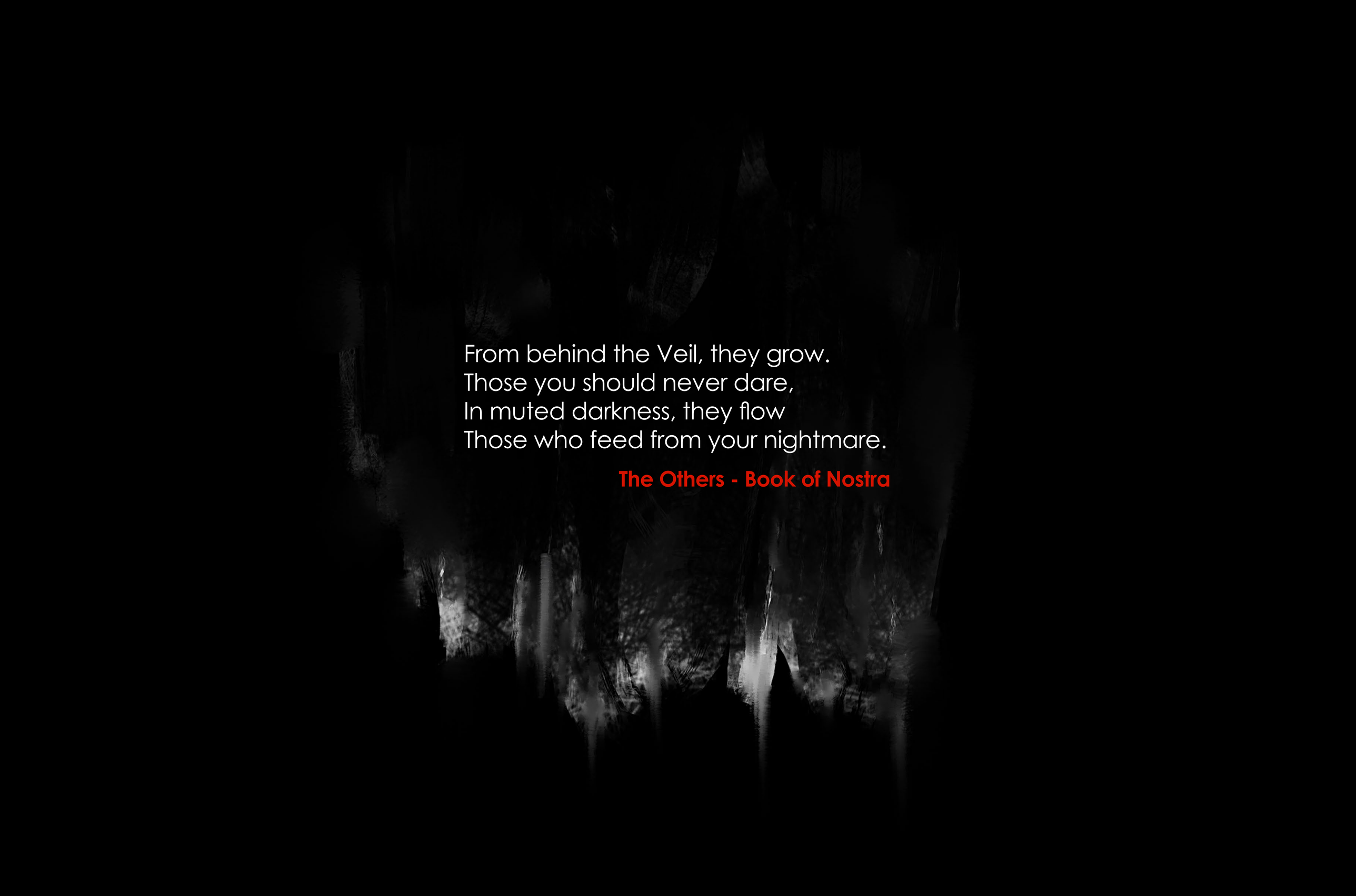


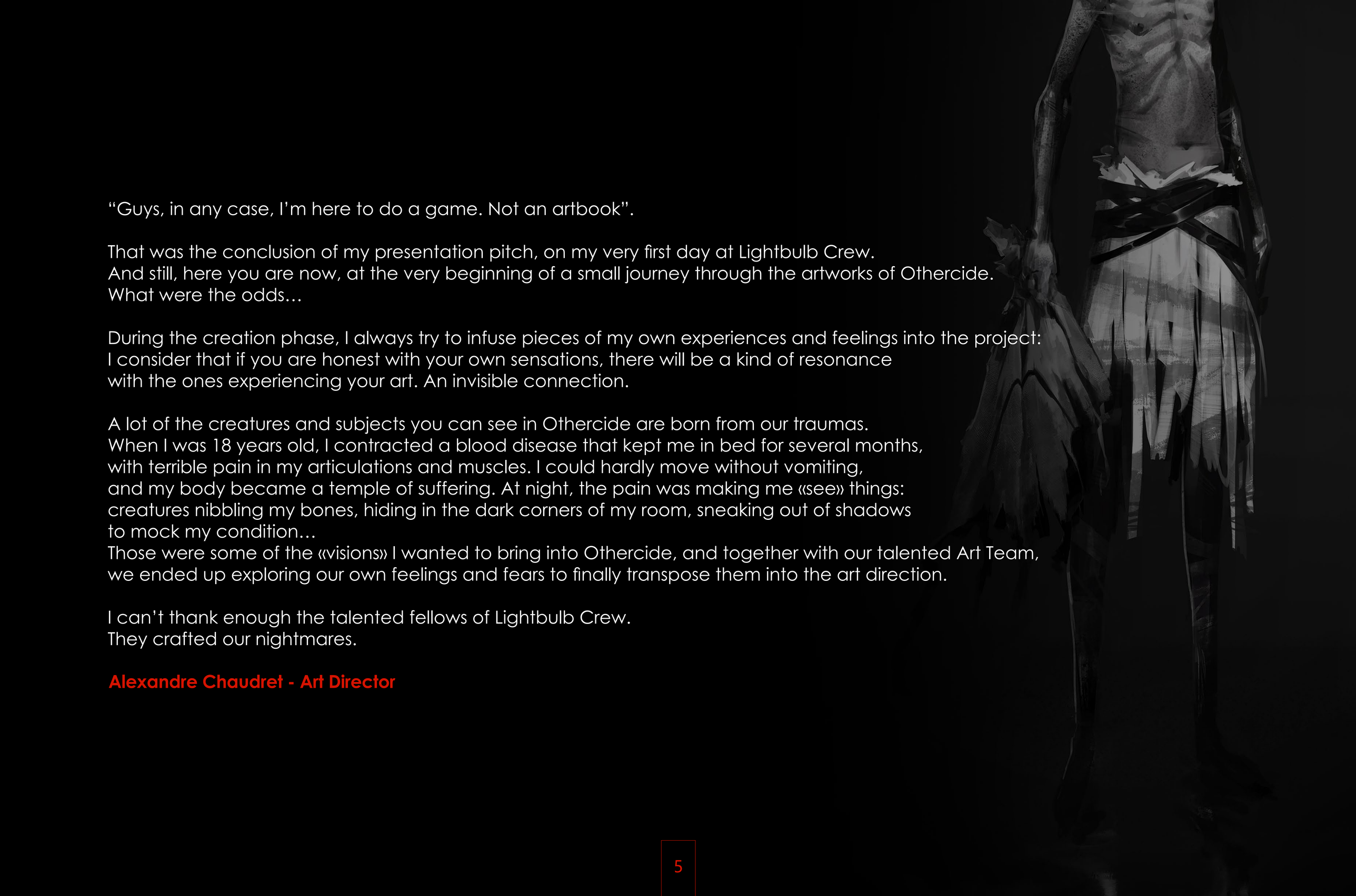

From behind the Veil, they grow.
Those you should never dare,
In muted darkness, they flow
Those who feed from your nightmare.
The Others - Book of Nostra


OTHERCIDE



CONTENTS

The Mother's Requiem	7
The Child's Fable	17
My Sacrificed Daughters	31
The Surgeon's Prescription	55
The Deacon's Confession	65
The Maid's Lullaby	73
The Suffering Creatures	82
The Dark Corner	104
From Clay to Flesh	114
Credits	127



“Guys, in any case, I’m here to do a game. Not an artbook”.

That was the conclusion of my presentation pitch, on my very first day at Lightbulb Crew.
And still, here you are now, at the very beginning of a small journey through the artworks of Othercide.
What were the odds…

During the creation phase, I always try to infuse pieces of my own experiences and feelings into the project:
I consider that if you are honest with your own sensations, there will be a kind of resonance
with the ones experiencing your art. An invisible connection.

A lot of the creatures and subjects you can see in Othercide are born from our traumas.
When I was 18 years old, I contracted a blood disease that kept me in bed for several months,
with terrible pain in my articulations and muscles. I could hardly move without vomiting,
and my body became a temple of suffering. At night, the pain was making me «see» things:
creatures nibbling my bones, hiding in the dark corners of my room, sneaking out of shadows
to mock my condition…
Those were some of the «visions» I wanted to bring into Othercide, and together with our talented Art Team,
we ended up exploring our own feelings and fears to finally transpose them into the art direction.

I can’t thank enough the talented fellows of Lightbulb Crew.
They crafted our nightmares.

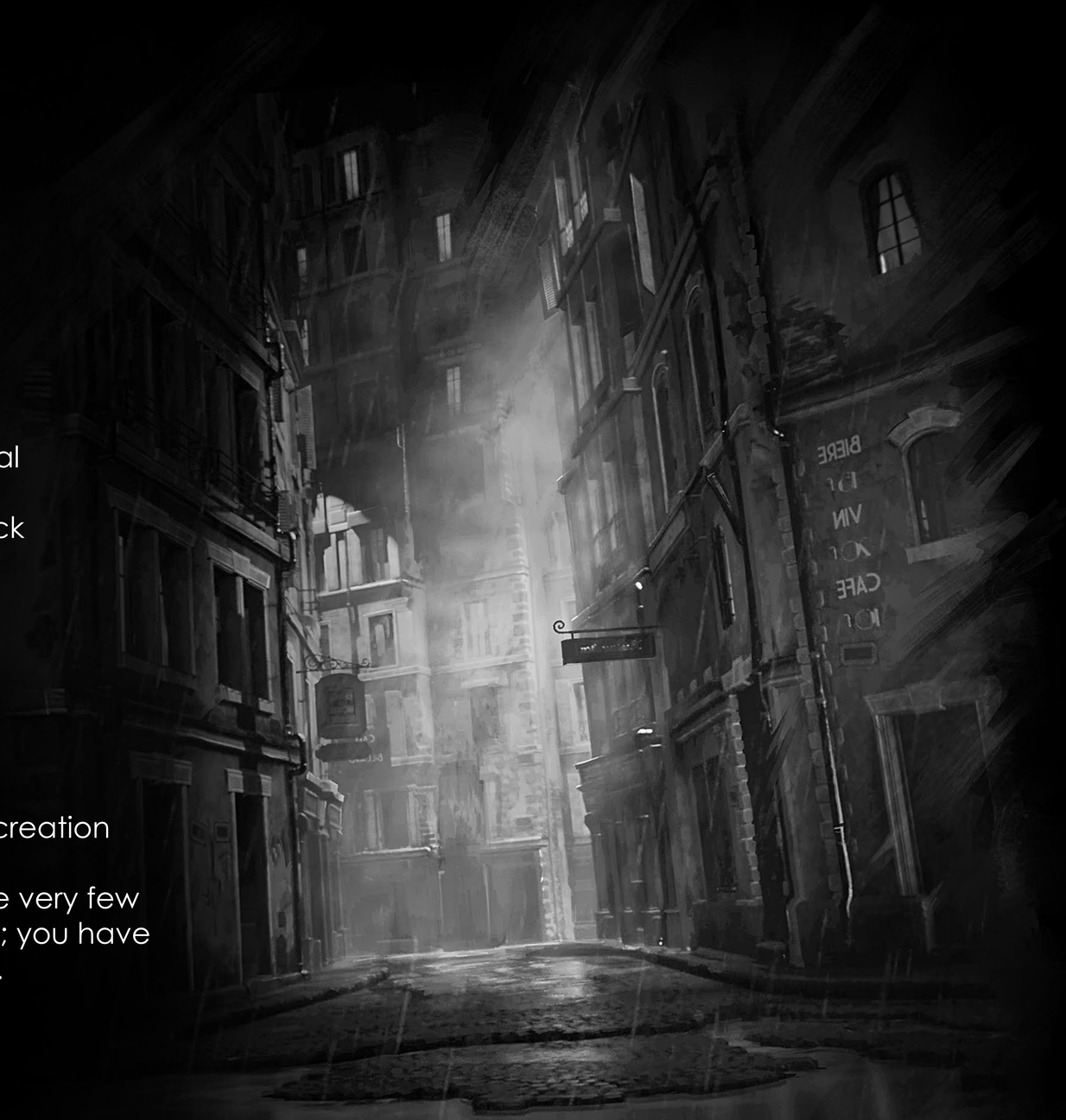
Alexandre Chaudret - Art Director

Our journey through Othercide taught me one very important thing:
the great pleasure of working on a whole universe to build with no real barriers,and seeing an incredible art team bringing it to life.
A special thank you to our architect Alexandre, that I almost sent back to the Void with our long, so long discussions!

Sébastien De Louvigny - Concept Artist

It was a real pleasure to work on Othercide with the entire Art Team,
with whom it was super smooth and enriching to collaborate on the creation of the universe and visuals of the project.
One thing I learned through Othercide is that you can choose to take very few references to try to bring out an unusual and more personal concept; you have then to focus more on how to convey a mood, than to depict reality.

Marine Coiffard - Concept Artist



The Mother's Requiem



SHATTERED MEMORIES

I have failed.
You most of all.
I fought with every bone.
My blood is my legacy.

Do not despair.
My life lights your path.
I hope you will remember
Our journey together.

Let me guide you.
You will wield my memories
Like a sword.
And with them,
Grow an army.













IMMORTAL

The edge of Reality frays.
The Other could shred
The Veil
And devour our world.

Each battle takes more
And more out of me.
Stay with me,
Until the end.

I wil give what I can.
What I have left.





The Child's Fable

ONCE UPON A TIME

Once upon a time,
There was Child,
Locked in the dark,
Alone in the night.

The Child had no friends,
Neither family,
Or any hopes.

The Child could only
Sink in the dark waters
Of his lonely dreams...

I wonder...

Were his nightmares
Painted in black and white?







A CANDLE

In this endless night,
She was like a candle
in the dark.

Her stories made him travel,
Wander and escape,
To flourishing lands,
Where the sun reigned,
Far, so far away
From those Dark Corners
Of existence.





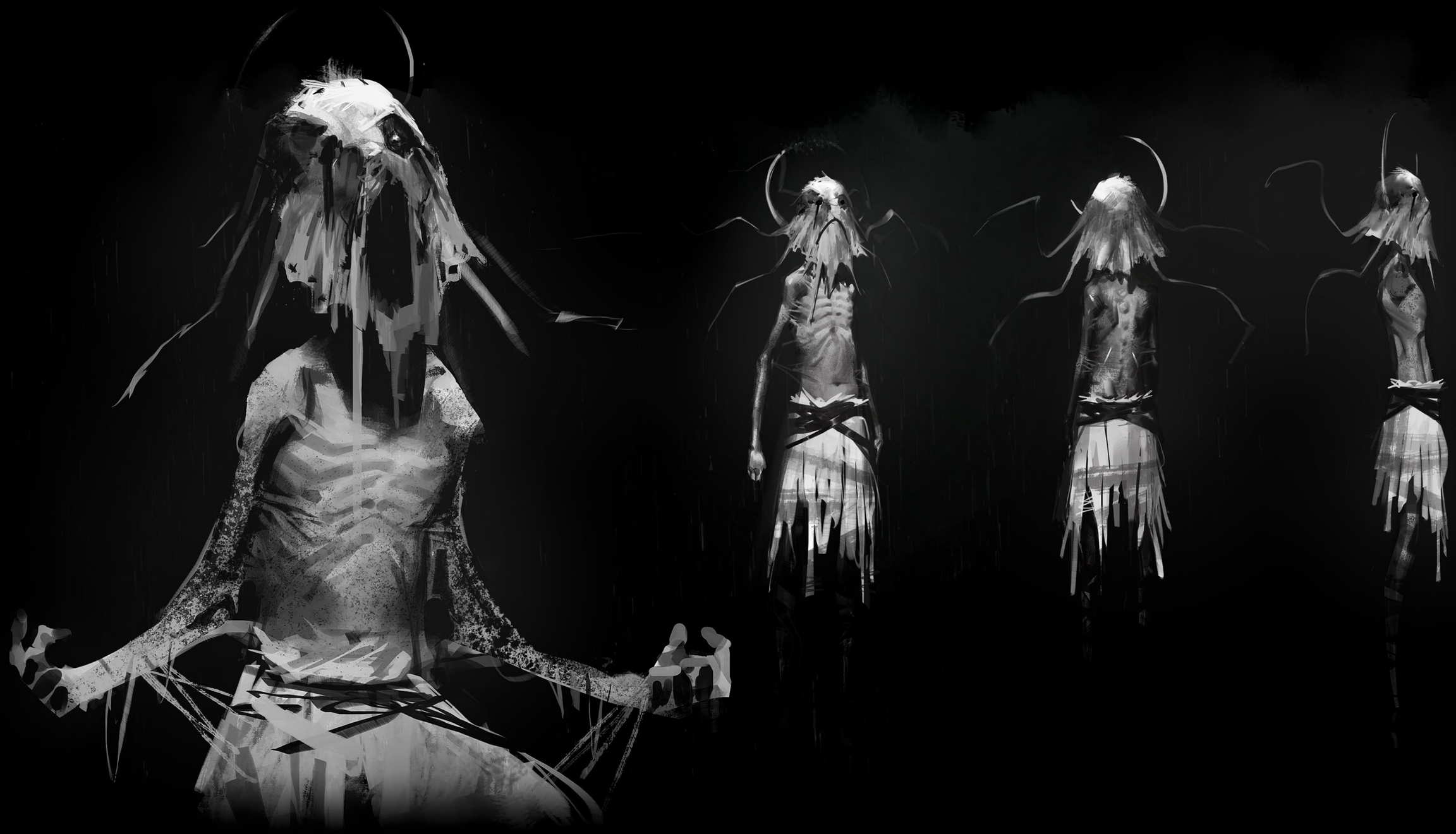


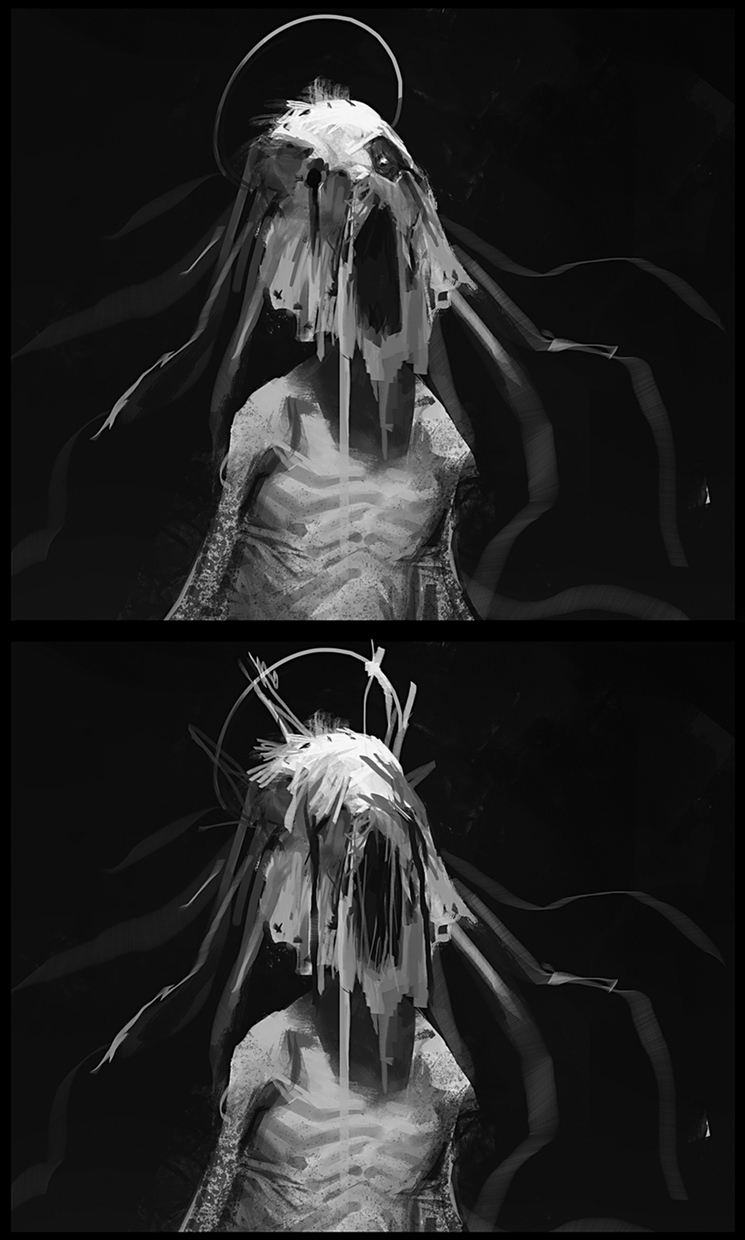
A SCULPTOR

So be it.
If this world can't repent
From its worst sins
And disgusting souls,
I will sculpt a new one.

A world made of clay,
flesh and rust.

Crawl my babies.
Tonight,
we shall feast.







MONSTER

Their cruel eyes, full of hate,
Only saw the freak in me,
A specimen,
An aberration.

Me, a monster...?

I am a true demon.









My Sacrificed Daughters

RISE

Remember them,
Their loss
Will not be in vain.

What is left
Of my Daughters?
Though we fall,
We will rise again.





BLADEMASTER

Discipline is your sword.
Never back off,
And slay the enemy
Until your blade rusts
With his blood.

The Veil must be protected
By any means necessary.



SOULSLINGER

Remember this,
Nothing counts as much
As blood.

May each bullet be sanctified
With the blood of your enemies.

And if you can,
Aim in between the eyes.



SHIELDBEARER

Protect your companions,
Consider their life above yours.

Each scar is a new medal,
Your shield protects the body,
Your body protects the soul.















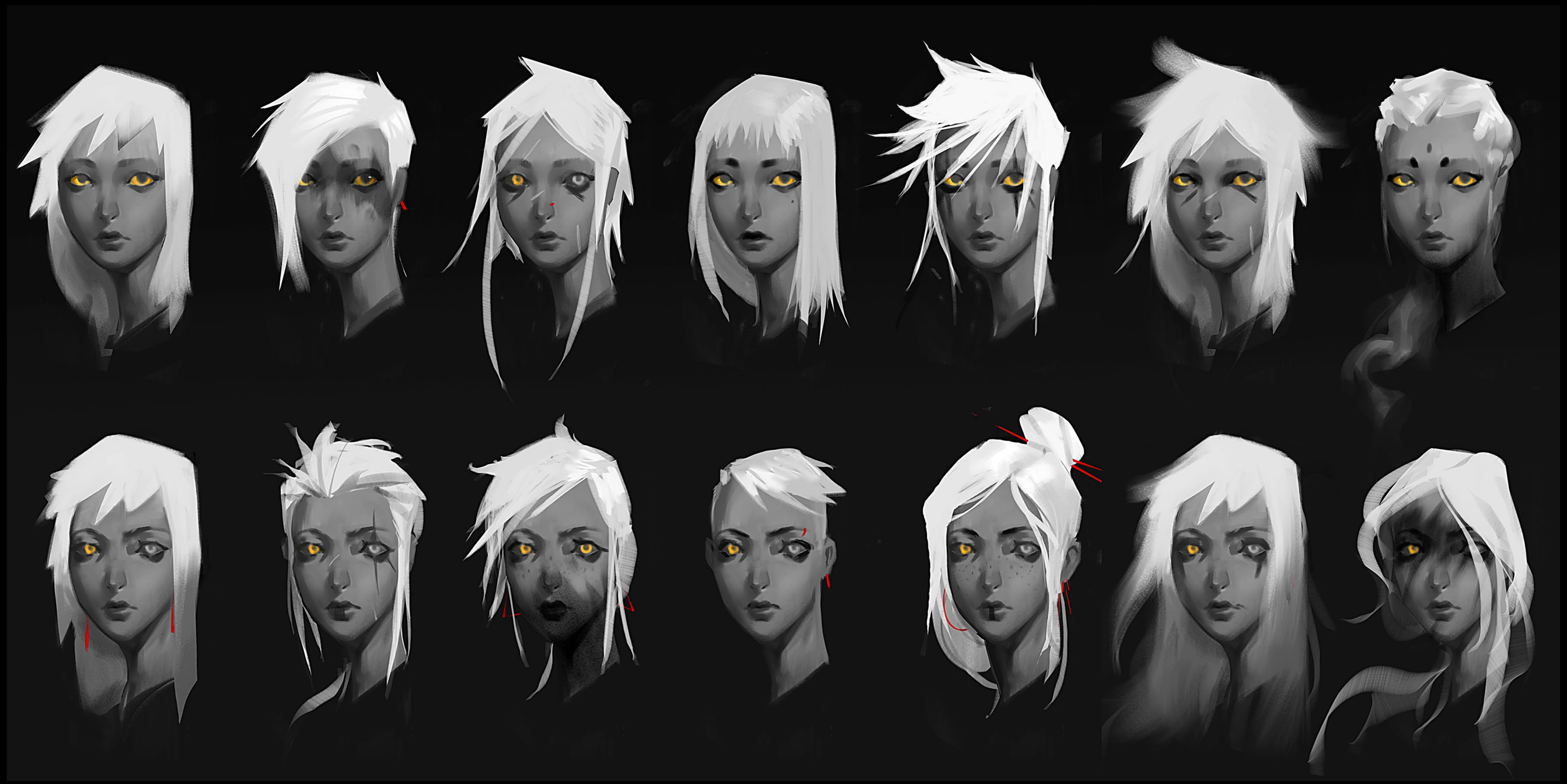




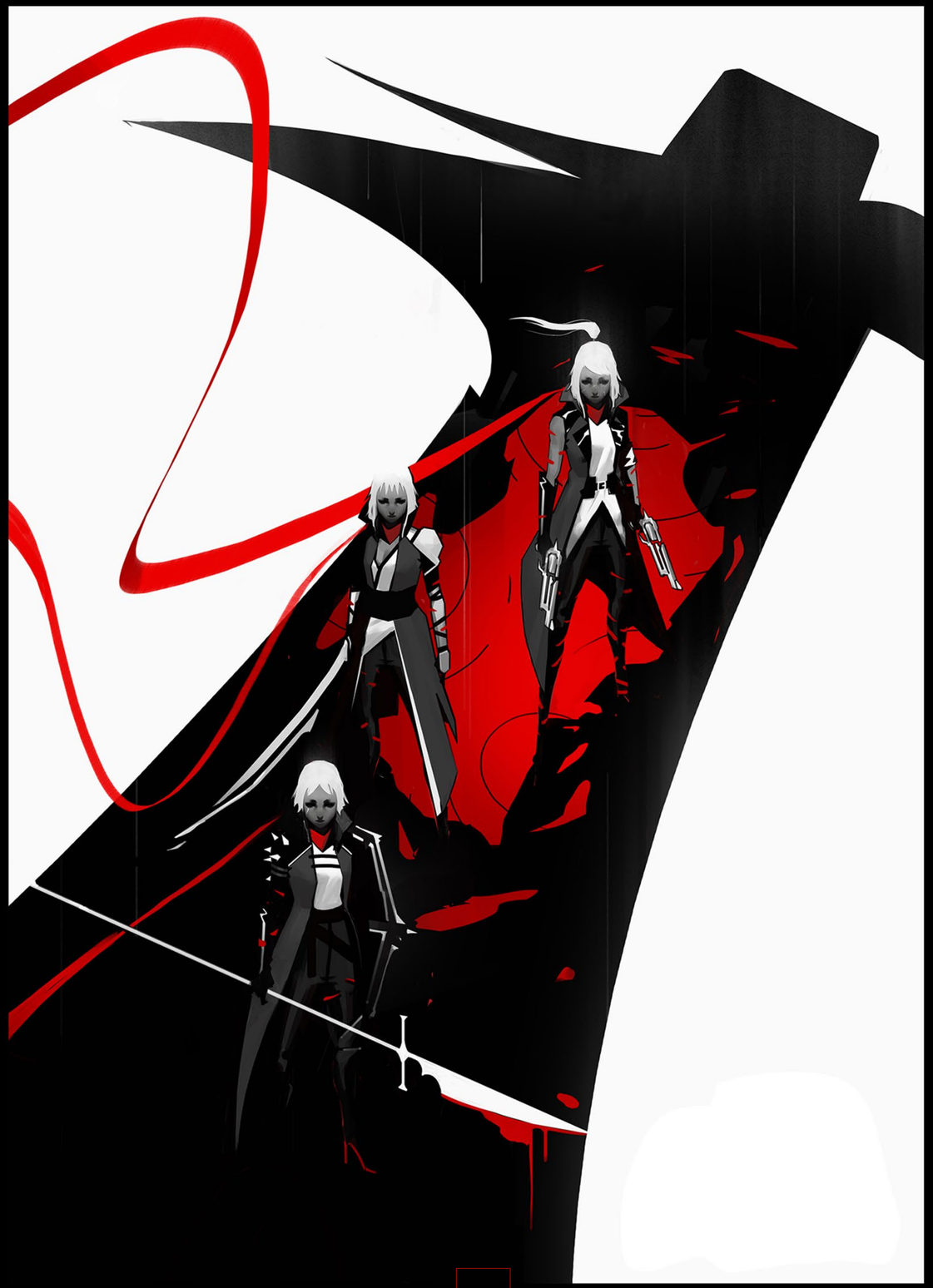


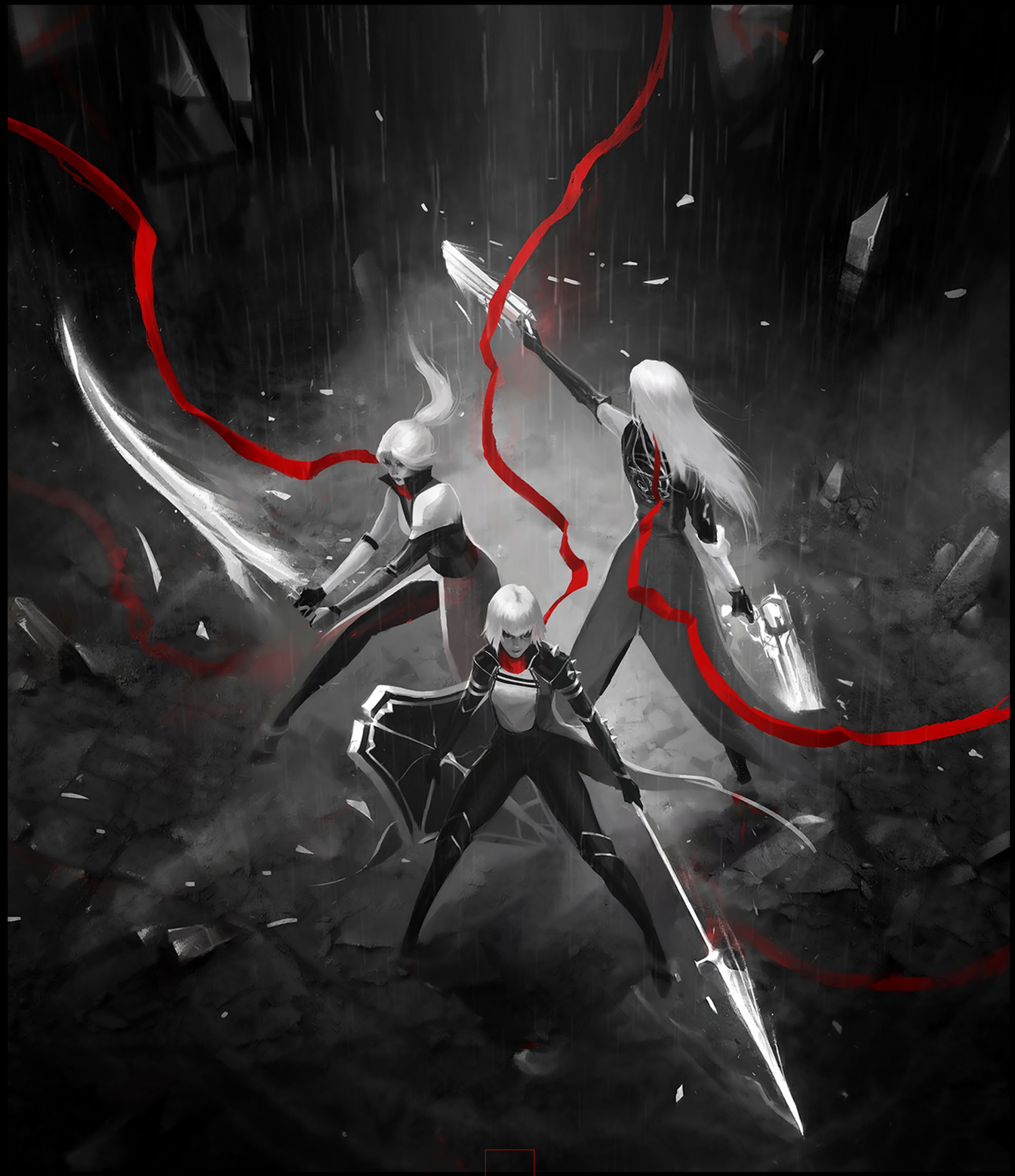


















The Surgeon's Prescription













MERCY

Who are you to question?
The Plague would kill us all.
The Child was a miracle:
Each cut brought us closer
To a cure.
And yet, he never died.
So,
We cut deeper.
Deeper still.

What we do is a mercy
To the world.
A mercy.







The Deacon's Confession







REPENT

Come into my arms,
Repent your wicked ways.
I pray for your redemption.

Only the devil would resist
Our holy sacrament...

With those legs...

Those lips...





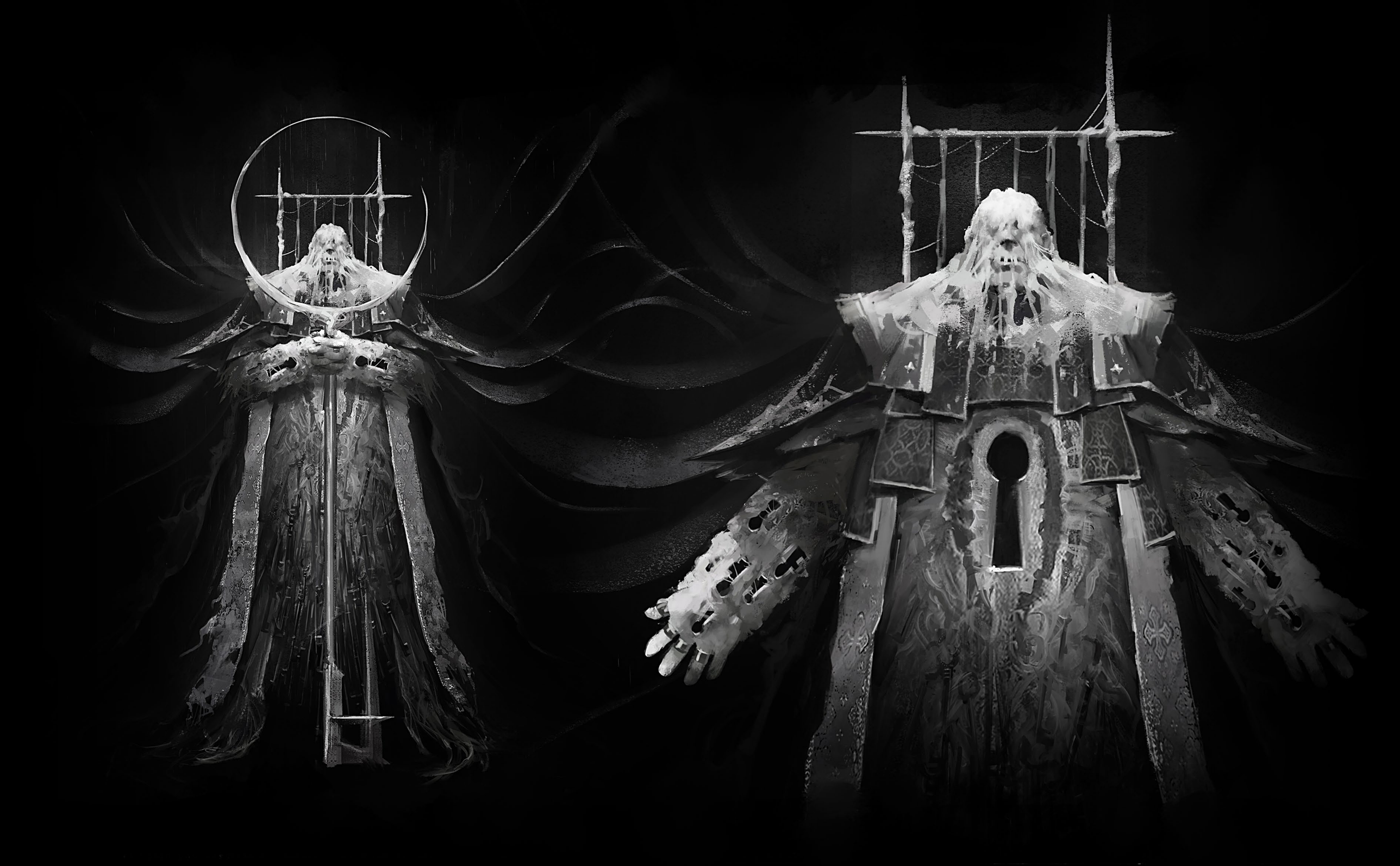


LITTLE SECRET

Now that we are alone,
Sweetheart,
let me confess a secret:

I never believed in any god.





The Maid's Lullaby





I REMEMBER

I remember you singing
To ease the Suffering.
Do not fear,
I will be here,
Pain is falling away.

I remember you killing
increasing Suffering...
Do you feel,
Who is choosing here,
Love is fading away.



EVERYDAY

Every day,
An Ogre visits my room.

Every day,
My heart is pierced
By thousands of shards.

Every night,
I contemplate the pain,
My own shame.







IT NEVER ENDS

You're supposed to be
Sleeping.
Sleep.
Please, sleep.
Sleep.
Sleep. Sleep. Sleep.
Sleep. Sleep. Sleep.
Sleep. Sleep. Sleep.
Sleep. Sleep. Sleep.
Sleep. Sleep. Sleep.
Sleep. Sleep. Sleep.

Please, let me die, now.



The Suffering
Creatures

CREATION

They hurt me.
They abandoned me.
They made me.
And I'll make Suffering
Pay them back.

Let my creations
Fill this ocean of pain.
Fill the world.
And drag it into the Void.

Look what I made...

















SCREAM

This abject world deserves
A long and terrifying scream
From the wounded souls.

So be it.

May this world be destroyed
Once and for all.





INFECTION

Revered colleagues,
The time has come.
We will find the cure
Hidden in this vessel.

The cure lies buried
Beneath pounds of flesh.
The Plague...

The Plague...

The Plague will bleed
this cursed city.





SHAME

Why did you leave us,
Mother?
Can’t you hear our tears...

Each day,
He devours us a little more.
Each day,
We feast at his banquet.

Aren’t you ashamed?





EXISTENCE

Suffering has no end.
Suffering cannot be...
Defeated.

I wanted nothing.
Love...
Compassion...

No.

Only to exist.







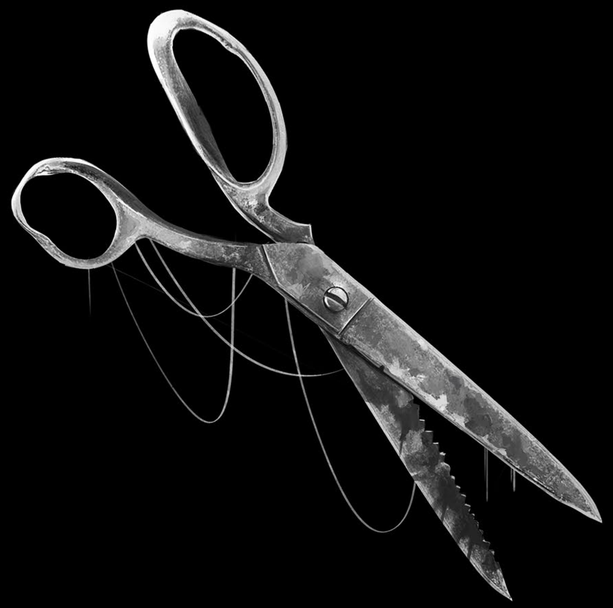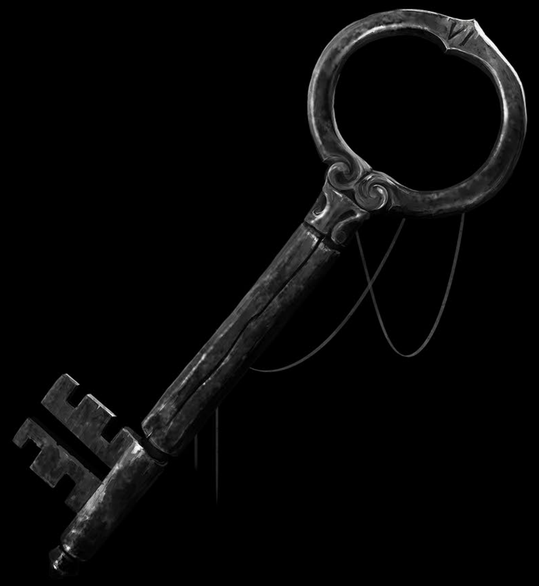












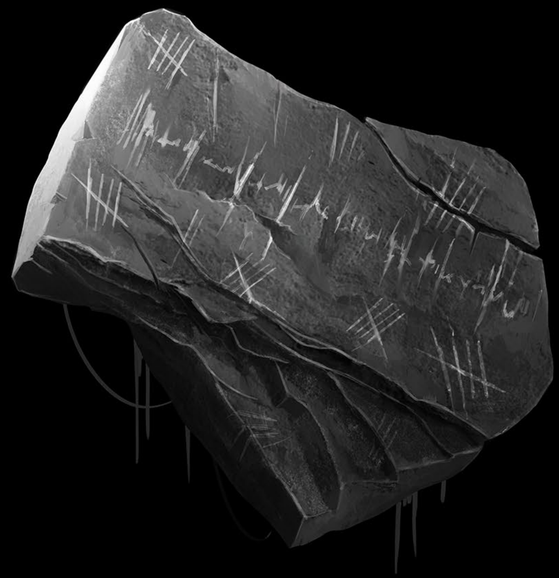




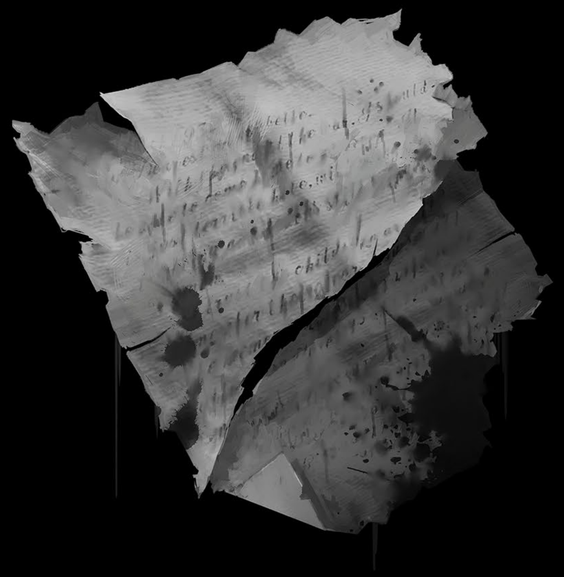




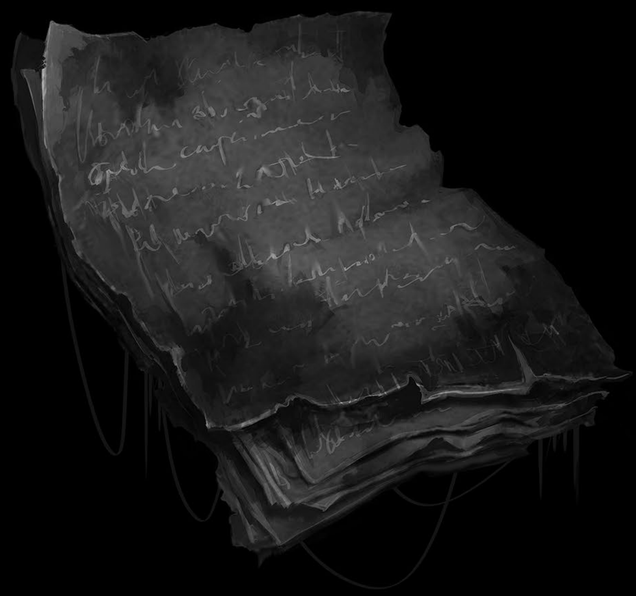






























The Dark Corner

BROKEN CITY

The City was destroyed.
The Veil, fissured.
Thousands of souls perished,
swallowed by the void.

Time and space converged.
Reality was on the edge
Of destruction.



JOUR DE PLUIE

MIROIR

LA NUIT TOMBERA

MAISON FONDEE EN 1830
VOLAILLES
GIBIER
BEURRE
OEUFS
FROMAGES
BISTROT LE CHAT NOIR

TRAITEUR
La mère Cretin
BOULANGERIE
FABRICATION
ARTISANALE
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et
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BISTROT LE CHAT NOIR













FROM CLAY TO FLESH

Working on Othercide has been amazing. It brought me the opportunity to evolve as an artist but even more as a game developer; while creating dark horrific creatures and badass daughters has been a blast, working on non-character art tasks such as cinematics or title screen was a great learning experience for me.
Seeing Alex putting his heart and soul into the story of Othercide has been very inspiring and motivating, and his way of leading the art team has been comforting and a great source of creative energy. Othercide will always be very special to me, I hope you enjoy our creation as much as we enjoyed making it.

Antoine Dupuis - Character Artist

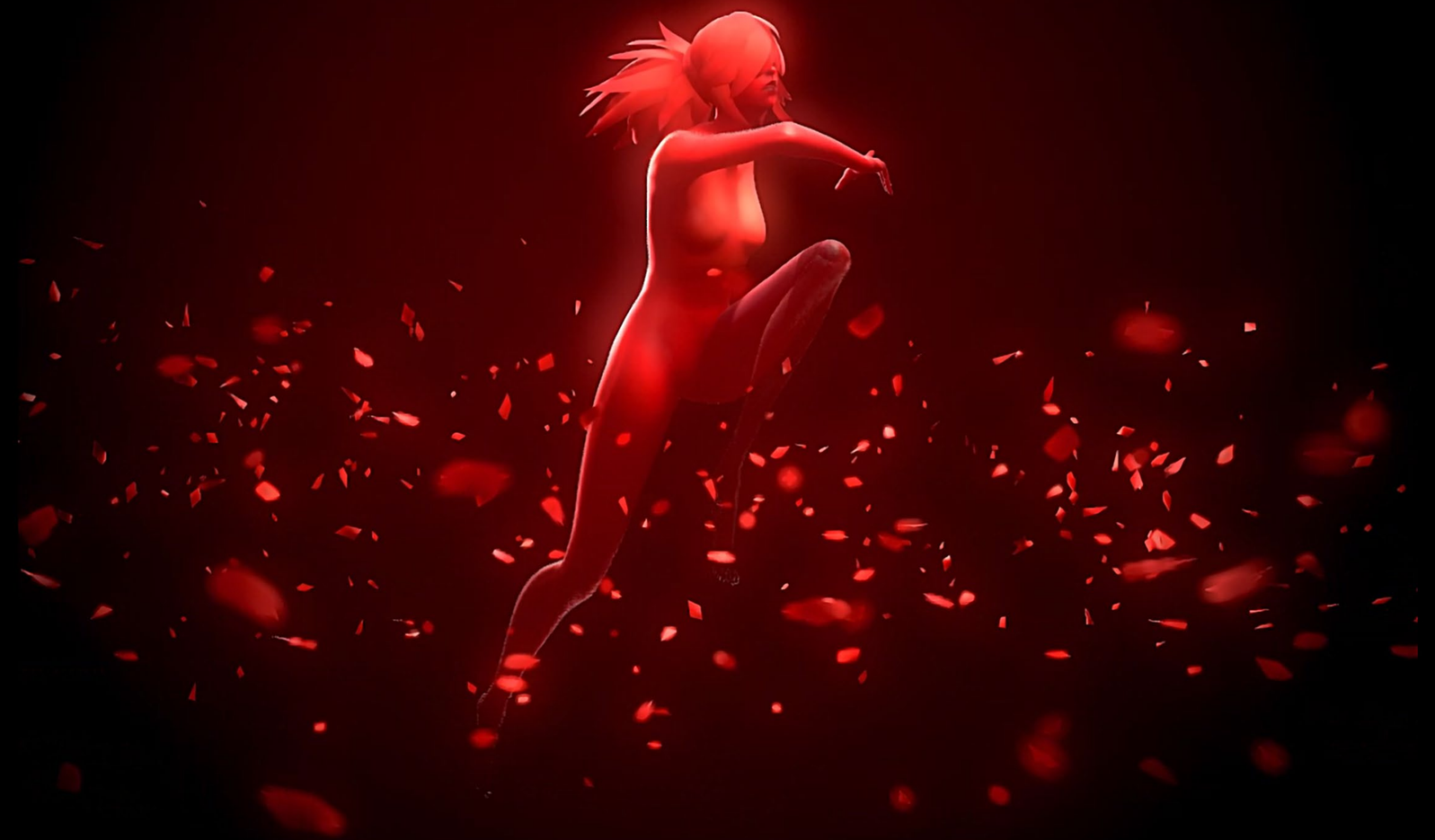
When I saw the Othercide concepts for the first time, I was immediately drawn into its monochromatic art direction, filled with dark themes and dotted with vivid red.
Bringing this frozen Dark Corner to life was a real team effort, as well as a personal challenge. Working on a monochromatic project for two years requires a lot of endurance.
My advice: follow the red thread!
The creative and artistic freedom given by Alex allowed us to follow our imagination, and to push the project ever further. So a big thank you to him and the whole Art Team for their trust.

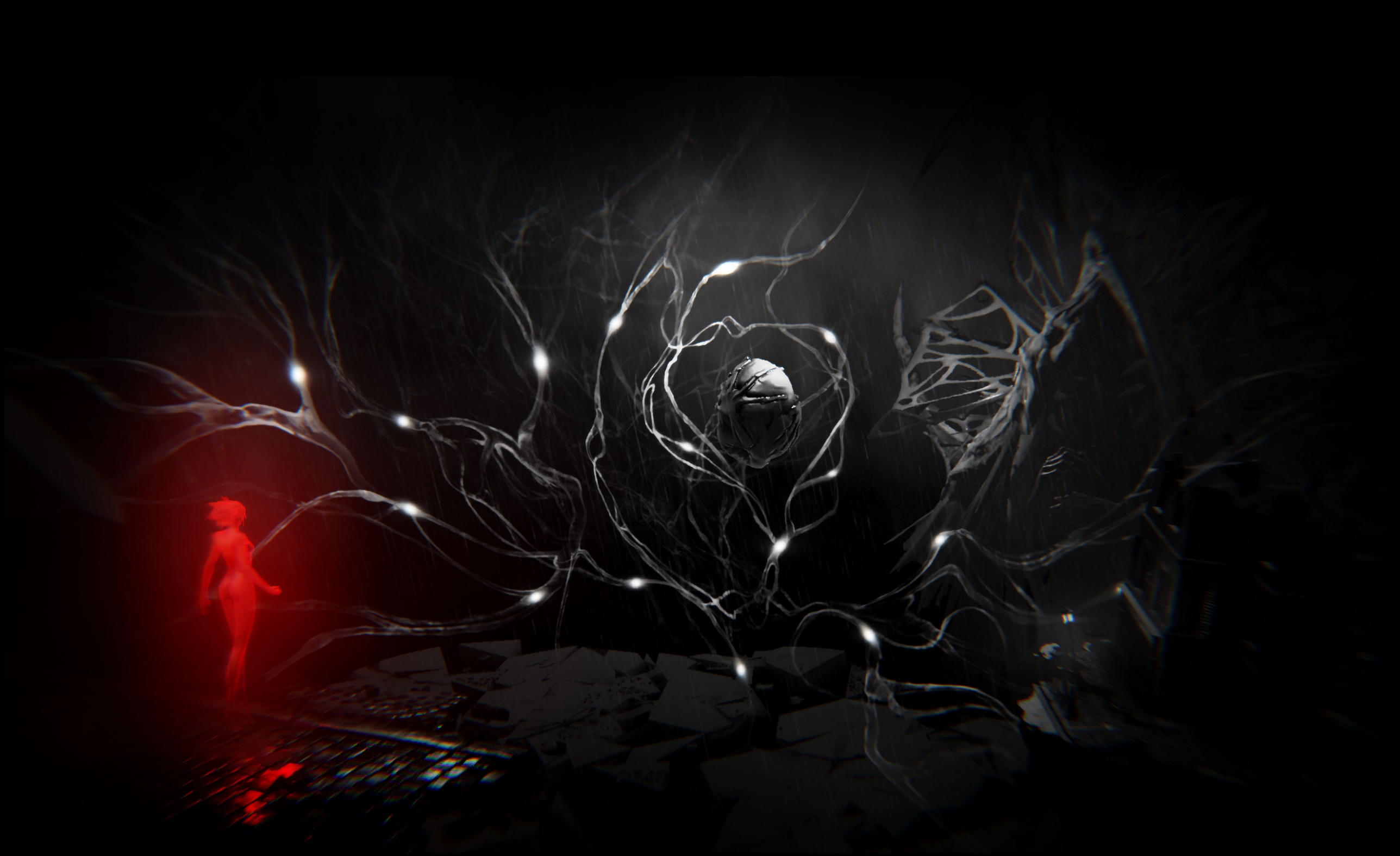
Yves Pinel - Environment Artist

Othercide was an outstanding project. There are two things I retain from this project:
I really liked to sink into the Othercide universe and to work with this efficient team.
It was the first game I worked on and I enjoyed creating such dark weird creatures and learned a lot along the creative inspirations of Alex.

Christophe Desbois - Character Artist

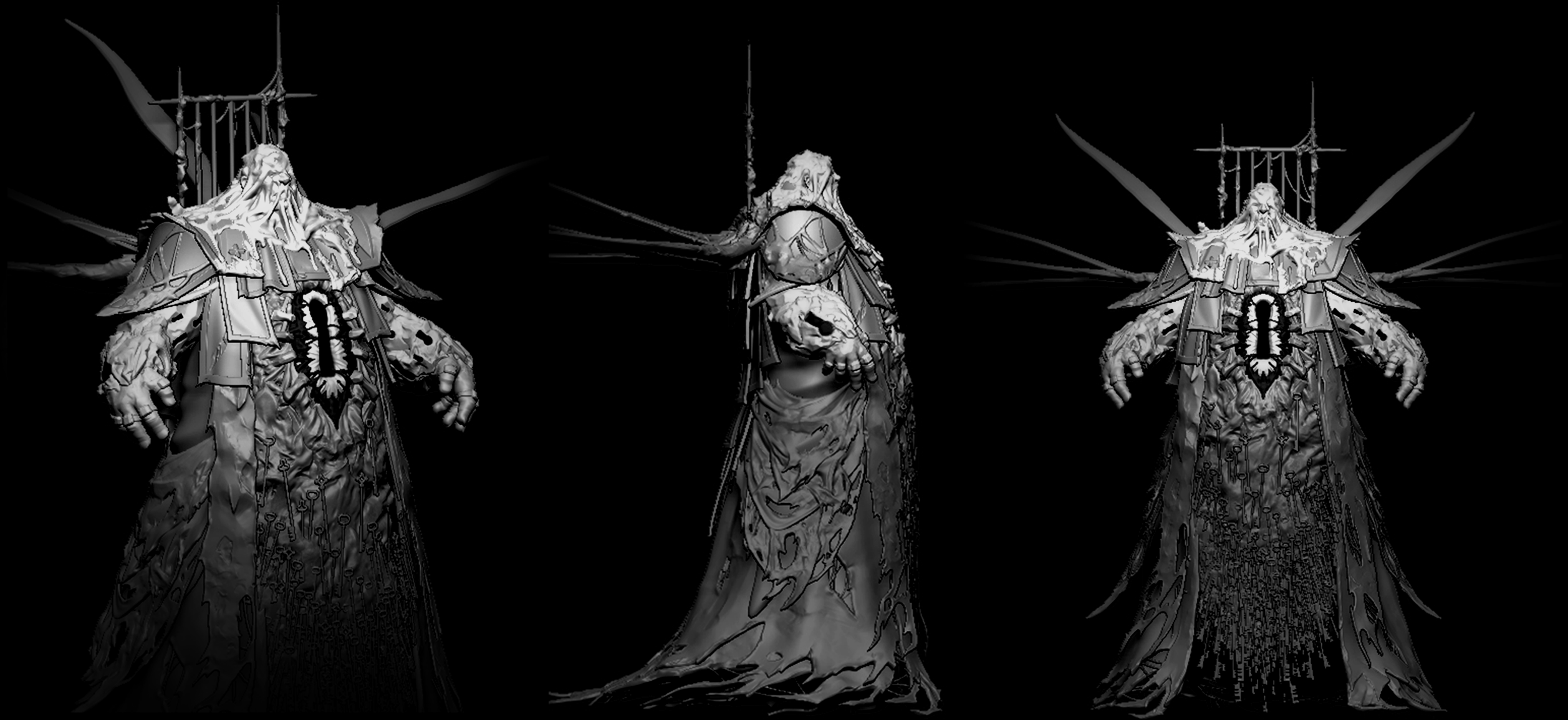
























LIGHTBULB CREW
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Marine Coiffard
Antoine Dupuis
Christophe Desbois
Yves Pinel
Nicolas Ruffin
David Géraud
Jérôme Sounthavong
Guillaume Delbecque
Simon Romain
Yoann Jacq
Wilhem Durand
Maxime Quissac
Flore Lemoine
Vianney Ternisien

ARTBOOK TEXTS

Alexandre Chaudret
Anne Toole

ABOUT
LIGHTBULB CREW

Lightbulb Crew is an indie development studio composed of a talented and passionate team based in Paris and Stockholm since 2013. We are committed to innovating and delivering a creative high-quality experience that will make our players' eyes shine.
Our goal is to create unique experiences while sharing our voyage with our community.

More information on the website:
lightbulbcrew.fr

ABOUT
FOCUS HOME INTERACTIVE

Focus Home Interactive is a French publisher based in Paris. Known for the quality, diversity, and originality of its catalogue, Focus has published and distributed original titles that have become benchmark titles worldwide, available both in store and for download across the world.

More information on the website:
www.focus-home.com

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In loving Memory
of our lost ones

